

Introduction

This is a kind of competitive patience (solitaire) game for two players. It is also known as Cat and Mouse. You can play with the computer opponent or with your friend over the Internet, LAN, modem or direct connection.

Configure networking support

This game uses Windows Sockets interface. It's necessary to add Microsoft (or compatible with Windows Sockets interface) TCP/IP protocol to network configuration tab for the network adapters. To quickly display the Network option in Control Panel, right-click the Network Neighborhood icon on the desktop, and then click Properties on the context menu. There are some variants of the players connecting:

- Stand alone computer. Please check your Windows folder for the *hosts* file. With installation Windows creates the *hosts.sam* file as an example, it is necessary to rename it to *hosts* and to add the IP address 127.0.0.1 and name of your computer. Example of the *hosts* file: "127.0.0.1 MyComputer".
- Computer on a Local Area Network (LAN) - you should use TCP/IP protocol for the network adapter. If your local network doesn't use DNS server specify an IP address manually. Type an IP address and subnet mask in the respective boxes. The network administrator must provide these values for individual users, based on the network ID and the host ID plan for your site.
- Computer is Dial-up Server (Client) - you should use TCP/IP protocol for the Dial-Up adapter. Specify an IP address for the Dial-Up adapter manually. Type an IP address (for example 1.0.0.1) and subnet mask (for example 255.255.255.0) in the respective boxes. Another user should specify another IP address (for example 1.0.0.2) and the same subnet mask (for example 255.255.255.0).
- Computer is Dial-up Client of the Internet provider - you should use TCP/IP protocol for the Dial-Up adapter. IP address should be obtain automatically from PPP Server Internet provider. You can know your IP address after connection to the Internet if you run [Winipcfg.exe](#) from your Windows 95/98 folder.

For more information see [Microsoft Windows 95 help](#), Microsoft Windows 98 help, Microsoft Windows NT help or [NetIntelGames](#) on-line guide.

Connecting of the players



When you run the game you should enter your name and choose the mode of the game beginning. There are three modes of the game beginning:

- as the Game Server;
- connect to the Game Server;
- connect through the NetIntellGames Server.

When you want to play with the computer opponent please choose the mode "as the Game Server" and press F2 button. Computer opponent is the separate executable module that connects to the game program via TCP/IP protocol.

When you want to play with your human opponent over the Internet, LAN, modem or direct connection, first of you should choose the mode "as the Game Server" but other - "connect to the Game Server". If you want to connect to the Game Server you should enter IP address (for example 123.18.15.155) or the name (for example Alex, but only on Microsoft networks!) of the computer where this Game Server was running. If the connection will be establish your name will display on the top of the game window. When the other player connects to the Game Server the game will run automatically. On principle all sessions of the game may run on the one computer.

You may choose the third mode "connect through the NetIntellGames Server" if your computer is connected to the Internet that time and you don't know IP address of your opponent. In this case your opponent should choose this mode too. NetIntellGames Server only dispatches the connection inquiries and joins player's programs together. It doesn't connect to the player's programs during the game! If you visit NetIntellGames you can know the URL and the mode of work of the NetIntellGames Server.

Playing over the Internet

Please connect to the Internet and follow any variant of the instructions:

- **Variant 1:**
 - start the Winipcfg.exe program from your Windows folder and write down the IP address of your computer;
 - not breaking off link with the Internet send to other player your IP address (probably use e-mail, ICQ, chat of your provider, other telephone etc.).
- **Variant 2:**
 - run [NetIntellGames](#) chat and send your IP address to another player in the chat.

After that the first player starts the game program "as the Game server", and other - "connect to the Game server". If you want to connect to the Game Server you should enter obtained IP address (for example 123.18.15.155) of the computer where this Game Server was running.

Attention!! Unfortunately, if you have not fixed IP address it is necessary to execute this procedure each time when you connect to your provider, because PPP server of provider change your IP address each time when you connect.

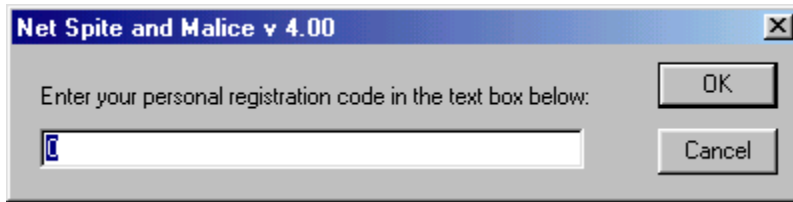
- **Variant 3:**
 - start the game and select the mode "connect through the NetIntellGames Server";
 - specify the string <http://www.netintellgames.com> in the next dialog and press OK button, your name will entitle the program if connection is successful;
 - expect connection of other player.

Attention!! Please wait for connection to the NetIntellGames Server at least 30 second.

Attention!! If you play from work and your company has a highly restrictive security Firewall or Proxy, you may not be able to play over the Internet. Please check [NetIntellGames](#) for new on-line games that will be able to play via Firewalls.

Register information

This is not free software. This game is available to play only 10 minutes each session. If you want to use this software freely a registration fee of \$14 is required. For registration details and ordering information, please visit the [NetIntellGames](#) or use Ordering Information on the Web item in the Registration menu.



The image shows a standard Windows-style dialog box titled "Net Spite and Malice v 4.00". The dialog has a blue title bar with a close button (X) in the top right corner. The main area is light gray and contains the text "Enter your personal registration code in the text box below:" followed by a white text input field with a blue cursor. To the right of the text box are two buttons: "OK" and "Cancel".

When you receive email with your personal registration code enter it in the registration text box in the "Register" dialog and push the OK button.

Purpose of the game

Both players try to be the first to get rid of a pile of "pay-off cards" by playing them to centre stacks which are begun with an ace and continue in upward sequence to a queen. This is not a physical race - in Spite and Malice the players take turns. Spite and Malice is played with two standard 4-suit 52-card decks of cards, all the 104 cards mixed together. The cards in each pack rank from low to high: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J and Q. Suits are irrelevant in this game. K (kings) or jokers instead of kings are wild cards and may be played in place of any card you desire.

Both players will each be dealt 5 cards to each player's hand. Then 14-26 cards are dealt to make up the Pay-Off Piles. Only the top card is face-up. The highest card determines who goes first.

The Play

The object of the game is to be the first get rid of all the cards in your pay-off pile by playing them to the centre stacks. The first card in each centre stack must be an ace, then 2, 3, and so on in sequence up to queen, each card played being one higher than the card it covers. There cannot be more than four centre stacks at one time.

It is also possible to play a card from your hand to a centre stack or to one of your side stacks, or to move a card from one of your side stacks to a centre stack. There is no restriction on the ranks of cards which can be discarded on the side-stacks. A player cannot have more than four side stacks at one time.

You may make as many moves to centre stacks as you want in any order, but as soon as you move a card from your hand to a side stack your turn ends, and your opponent may play. You **must** discard a card to a side-stack at the end of each turn.

If during your turn you manage to play all five cards from your hand, without playing to a side stack, you immediately draw five more cards from the stock and continue playing.

If you complete a centre stack by playing a queen (or a king/joker representing a queen) to the centre program shuffles the completed stack into the stock, creating a space for a new centre stack, and you can continue playing.

How to move the cards

You should use the mouse to select (invert the image) the card you want to change position by single clicking with the left mouse button. Then you choose new position of this card (mouse cursor will be pull down arrow if it's available) and click the left mouse button. If you change your mind you can click the left mouse button over primary choosing card.

How to view cards in side stacks

To view cards in Side Stack please hold mouse cursor above this stack at least 2 second.

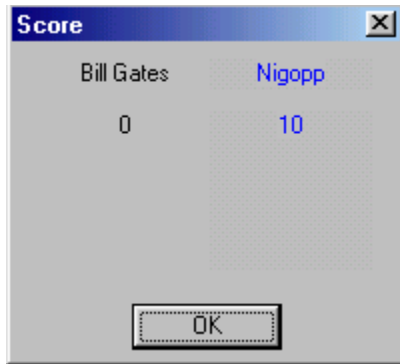
How to know how many cards are remaining in stacks/pile

Please use counters over Side Stacks and Pay-Off Pile.

Computer opponent

Begins a new game with the computer opponent.

Score

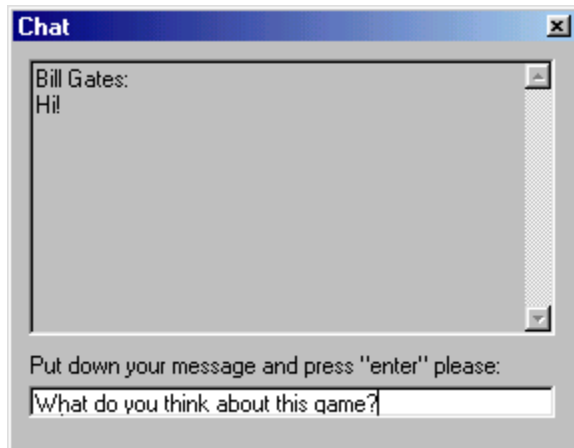


Shows detailed scoring of the game. The winner score 5 points for playing all his pay-off cards, plus one point for each card remaining in his opponent's pay-off pile.

Exit

To exit Net Spite and Malice. If the card animation is in progress you should wait for it's end.

Chat



If you want to send message to your opponent please select "Chat" item in the Options menu. After that you can type your message in the edit box of the chat dialog and press "Enter" key on the keyboard to send this message. If the chat dialog will prevent you to play the game just click the left mouse button outside this dialog.

Start notice

Please check this item in the Options menu if you want to get a sound notice when the new game will begin.

Message notice

Please check this item in the Options menu if you want to get a sound notice when your opponent's message comes to you.

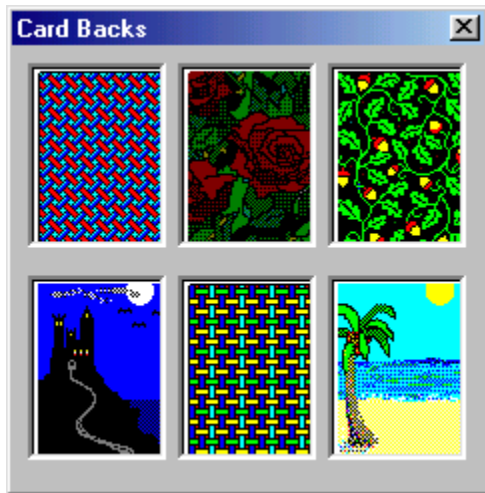
Animation

You may choose the speed of the card animation. You can choose between Slow, Normal and Fast.

Sound effects

You can enable or disable the sound effects by choosing the Sound effects item in the Options menu.

Card backs



There are six different card backs that come with Net Spite and Malice. To choose the card back of your dreams, simply select the desired card back.

Wild cards

You can use kings or jokers as wild cards.

Internet play

This option is actually when you play via the Internet only. Each network command sends some times while confirmation is received. If program will not receive confirmation in [Repeated attempts*Time between attempts] second the game will be over (There is no connection). You may choose any variants to improve your connection. It's possible situation when you wait for your opponent's turn but he lost his internet connection - in this case you don't know about it. To prevent this situation please select any item from Online autocheck time except None. It's necessary for AOL users to prevent losing of internet connection.

- **Repeated attempts**
You may choose between 2, 5 or 10.
- **Time between attempts**
You may choose between 5, 10, 20 or 30 second.
- **Online autocheck time**
You may choose between None, 15, 30 or 60 second.

Ordering information on the Web

You can choose this item if you want to register Net Spite and Malice on-line using a credit card. If you have not a credit card please contact Universal Commerce, Inc.:

PO Box 1816
Issaquah, WA 98027
USA

Phone:
877 353 7297 (toll free)
425 392 2294

Fax:
888 353 7276 (toll free)
425 392 0223

Register

When you receive email with your personal registration code enter it in the registration text box in the "Register" dialog and push the OK button.

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How you got here.

NetIntellGames on the Web

Please visit [NetIntellGames](#) Web site.

About

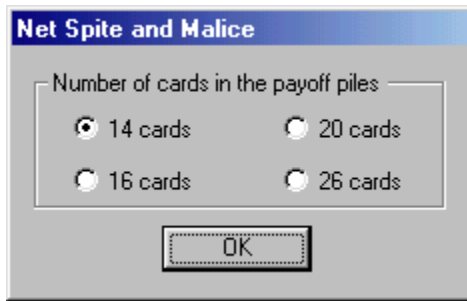
Version Number, Author, email and Internet site address.

Status Bar

Please move your cards 38 0:1

- The first (left) pane tells you what you should do.
- The second (central) pane shows how many cards are remaining in the stock.
- The third (write) pane shows total score of the games.

Variations



If you start the game "as the Game Server" you should choose the number of cards in [the Pay-Off Piles](#).

Pay-Off Pile

A stack of cards of the player to play to Centre Stacks.

Side Stack

A place in the players side of the table to play cards from hand only this player.

Centre Stack

A place in the centre of the table to play cards from Pay-Off Piles, Side Stacks and hands of both opponents.

Stock

The remaining undealt cards placed in a stack face down.

Wild cards

Wild cards are kings or jokers and may be played in place of any card you want.

